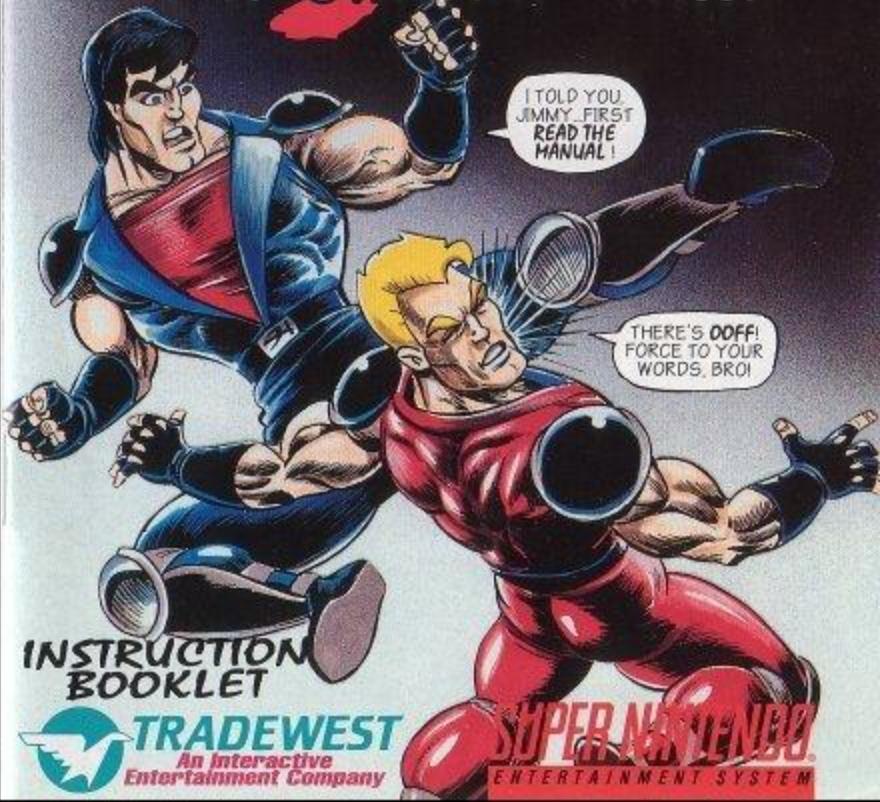


DOUBLE DRAGON™

The Shadow Falls

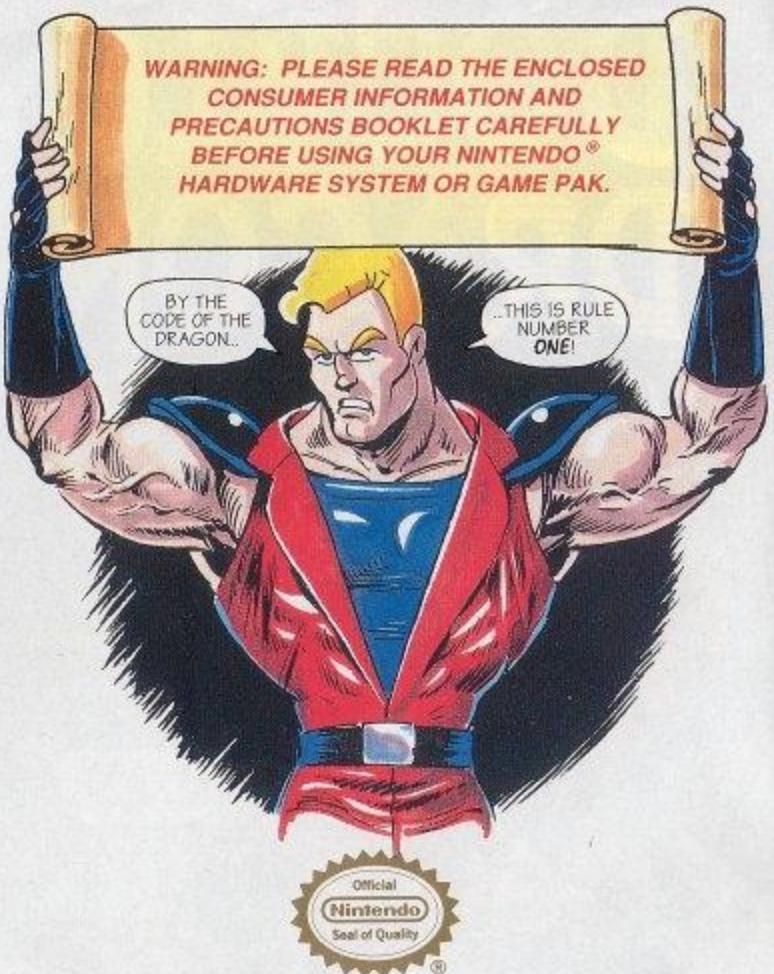


INSTRUCTION
BOOKLET

TRADEWEST
An Interactive
Entertainment Company

SUPER NINTENDO
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED
CONSUMER INFORMATION AND
PRECAUTIONS BOOKLET CAREFULLY
BEFORE USING YOUR NINTENDO®
HARDWARE SYSTEM OR GAME PAK.**



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

WITH THE DEFECTION OF JIMMY
LEE, THE SHADOW MASTER
MUST RECRUIT A NEW
SECOND IN COMMAND...

TABLE OF CONTENTS

GETTING STARTED 3

OPTIONS 7

CONTROLS 9

BASIC FIGHT MOVES 11

DOSSIERS 13

CHARACTER SELECTION 19

ATTRIBUTES 20

BATTLE LOCATIONS 22

FIGHT MODES 27

FIGHT SCORING 31

WARRANTY 34

GOOD TO BE BACK ON THE
LIGHT SIDE, BRO. LET'S
CLEAN-UP THIS TOWN!

HOLD ON, JIMMY.
THERE'S SOMETHING
YOU NEED TO KNOW...

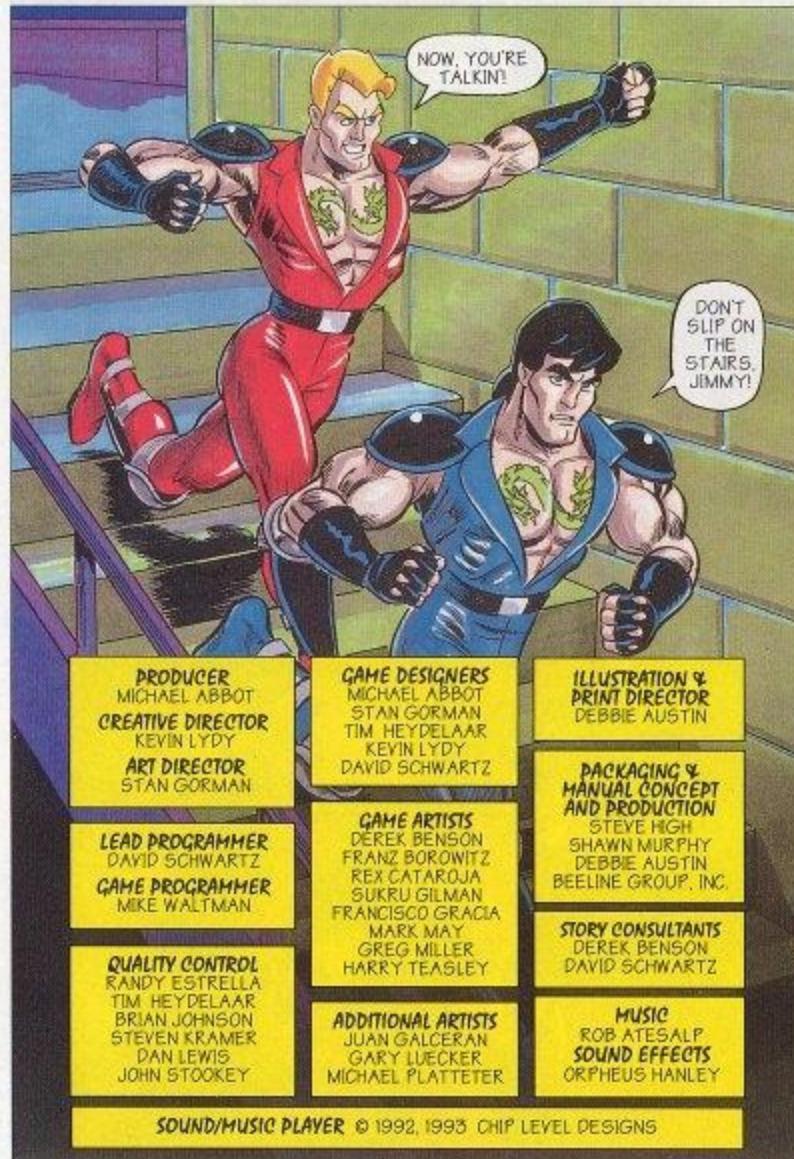


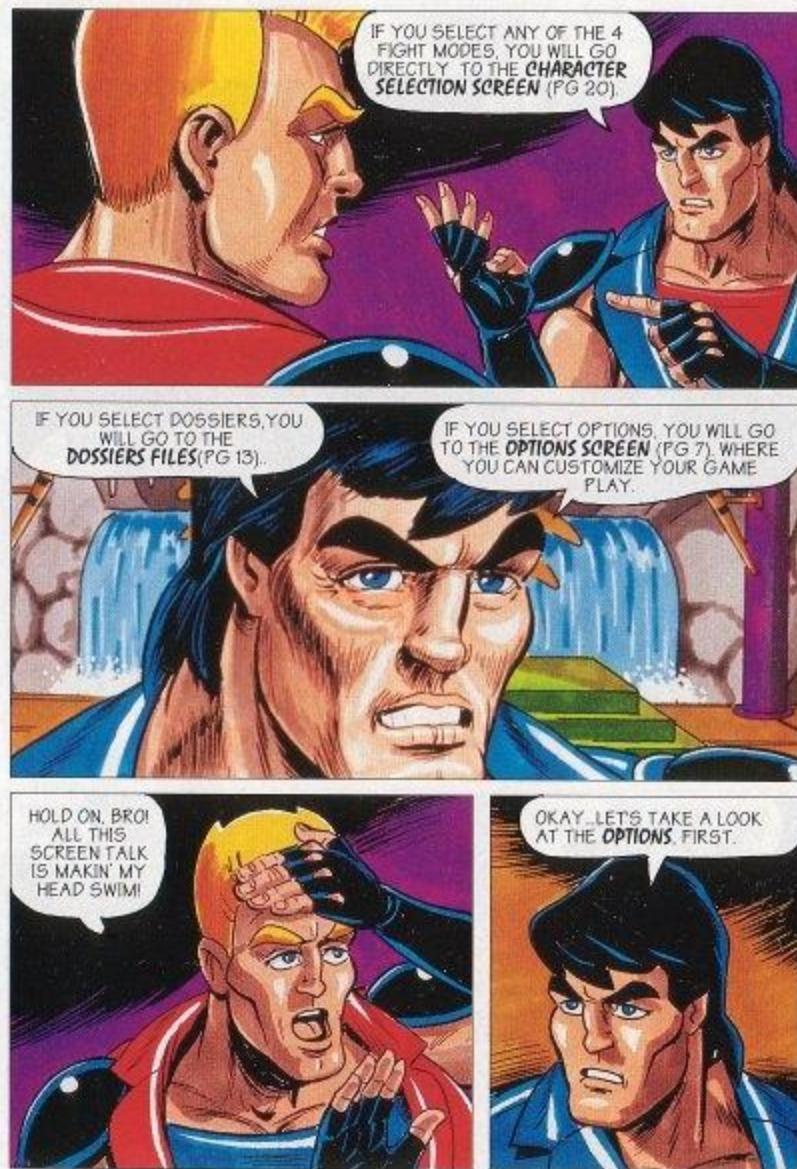
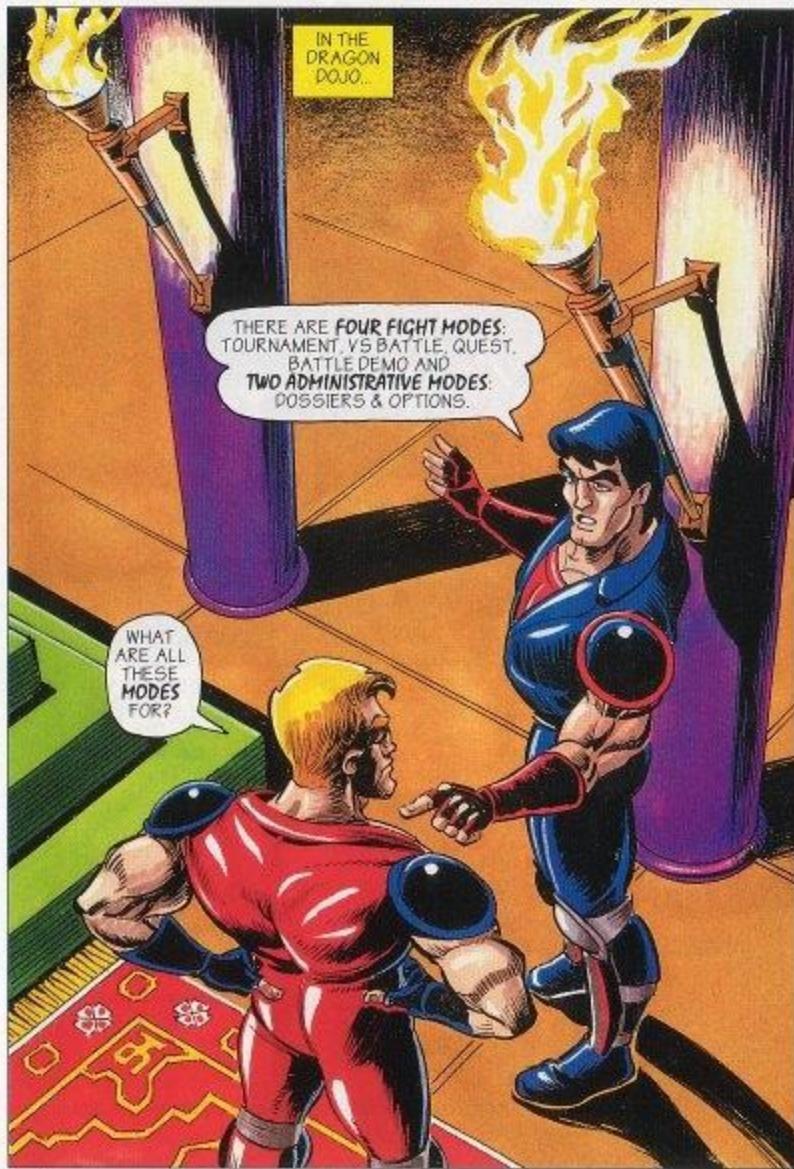
GETTING STARTED

1. Turn the power OFF on your Super NES.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

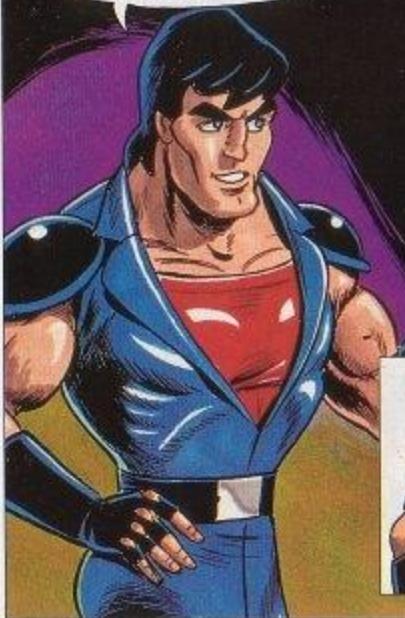
2. Make sure a Controller is plugged into the #1 Port on the Super NES.
3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn the power switch ON.
5. When you see the "DOUBLE DRAGON V The Shadow Falls™" logo screen, press START to begin the game and get to the Main Menu.





OPTIONS

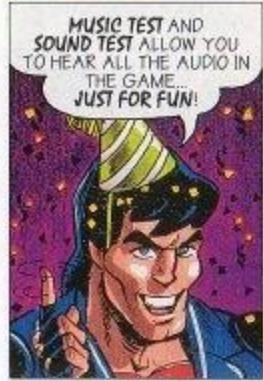
HERE ARE SEVERAL THINGS
TO MAKE GAME PLAY
COOLER!



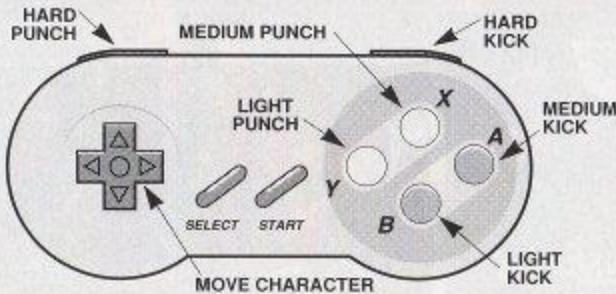
ALL CHANGES LEFT SHOWING
WHEN YOU EXIT THE SCREEN
BY PUSHING **START**
WILL BE ACTIVE.



PICK ONE OF FOUR LEVELS
OF **DIFFICULTY**: NORMAL,
HARD, PRO OR IF YOU'RE
REALLY DENSE, PICK
EASY.



USING THE CONTROLLER





HERE ARE THE BASIC
FIGHT MOVES.

GREAT! LEMMEE
STUDY THIS A
MINUTE.

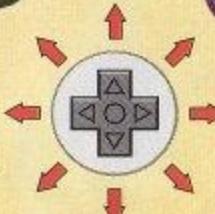
BASIC FIGHT MOVES



JUMP
FLIP
FORWARD



JUMP
BACK



DEFEND



ADVANCE



CROUCH
DEFEND



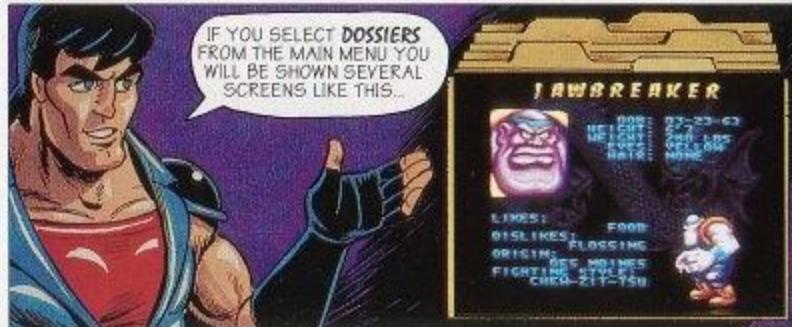
CROUCH



CROUCH
ATTACK

YOU CAN ALSO **GRAB & THROW**, IF YOU'RE CLOSE TO AN
OPPONENT, BY ADVANCING AND PESSING AN **ACTION** BUTTON.





SCROLL LEFT/RIGHT WITH THE CONTROL PAD TO VIEW THIS INFO.

BILLY LEE

DOB: 10-23-69
HEIGHT: 6' 2"
WEIGHT: 210 LBS
EYES: BLUE
HAIR: BLACK

FIRSTBORN SON OF THE UNION BETWEEN THE VIRGINIA LEE FAMILY AND CHINESE LEE CLAN. BILLY PROFESSSES AN INTEREST IN NEW AGE STUDIES. HE CAN SING AND HE LIKES TO LINE DANCE, ESPECIALLY PROUD OF HIS EXTENSIVE COLLECTION OF COWBOY BOOTS.

LIKES: MILK
DISLIKES: SHADOW MASTER
ORIGIN: METRO CITY
FIGHTING STYLE:
ART OF THE DRAGON

SPECIAL MOVE:
DRAGON SHOCK: B, F+P

JIMMY LEE

TWIN BROTHER OF BILLY AND ANNOYING COUNTERPOINT TO BILLY'S GOOD QUALITIES. JIMMY HAS A RUN A WAY MOUTH THAT HAS BECOME ENCUMBERED WITH HIS FEET ON MORE THAN ONE OCCASION. SPENDS A LOT OF TIME IN FRONT OF THE MIRROR.

LIKES: VIDEO GAMES
DISLIKES: BAD HAIR DAYS
ORIGIN: METRO CITY
FIGHTING STYLE: SHADOW DRAGON

SPECIAL MOVE:
DRAGON FIRE: B, F+P

DOB: 10-23-69
HEIGHT: 6' 1"
WEIGHT: 205 LBS
EYES: BLUE
HAIR: BLONDE

BLADE



RECEIVED HIS FIRST PROSTHETIC IMPLANTS DURING THE WAR. THE INDIGNITIES OF HIS BATTLE EXPERIENCE, PLUS THE EVENTUAL TOTAL REMOVAL OF HIS CARDIAC SYSTEM HAVE LEFT BLADE CRUEL AND HEARTLESS. NOT GIVEN TO EMOTIONAL OUTBURSTS, HE IS CAPABLE OF INFlicting GREAT PAIN WITHOUT CONSCIENCE. HAS BEEN KNOWN TO SHED TEARS OVER A PERFECT SOUFFLE.

DOB: 9-07-69
HEIGHT: 6' 2"
WEIGHT: 240 LBS
EYES: GRAY
HAIR: BLACK

LIKES: GOURMET CUISINE
DISLIKES: FAST FOOD
ORIGIN: PARIS, FRANCE
FIGHTING STYLE: SLICE AND DICE

SPECIAL MOVE:
TORPEDO: B, F+D

BONES



DOB: SAME AS DUST
HEIGHT: 5' 10"
WEIGHT: 72 LBS
EYES: RED
HAIR: DECOMPOSED

LIKES: MARLOWLYN MONROE
DISLIKES: DOGS
ORIGIN: SIX FEET UNDER
FIGHTING STYLE:
STICKS AND STONES

SPECIAL MOVE:
GUN SHOT: F, DF, D+K

FORMERLY, A VALET TO KING SARGON II. BONES WAS CONSEQUENTLY ENTOMBED WITH HIS MASTER WHEN HE DIED. RATTLES WHEN HE WALKS, SO HE CAN'T SNEAK UP ON ANYONE. THE QUESTION OF WHETHER OR NOT BONES IS ACTUALLY ALIVE HAS NEVER BEEN FULLY ANSWERED. FAVORITE SONG IS 'SHAKE, RATTLE & ROLL'.

COUNTDOWN



ASSEMBLED DURING THE LAST NIGHT OF MARDI GRAS, HE WAS A FACTORY REJECT FROM THE INFAMOUS BATON ROUGE BIONICS LAB AND WAS SOLD AS ELECTRONICS SCRAP TO A LOW PROFILE CALIFORNIA GAME COMPANY. NO MATTER HAS BEEN HEARD TO Mutter TO Himself. THE ONLY WAY TO BE SURE IS TO NUKE THE SITE FROM ORBIT. DURING HIS SPARE TIME, PLAYS ACCORDION WITH A ZYDECO BAND.

DOB: CYBORG TYPE
0041 ALPHA
HEIGHT: 6' 1"
WEIGHT: 225 LBS
EYES: BROWN
HAIR: BLACK

DOMINIQUE

BORN AT A TIME WHEN AGGRESSIVE WOMEN WERE FEARED IN THE FASHION WORLD, DOM WAS COMPELLED TO WEAR MOSTLY SWEATSUITS AND STUFF. NOT A RUFFLES AND LACE TYPE, SHE EVENTUALLY CAME TO APPRECIATE FLEECE AND SPANDEX TOGS. LIKES TO GO FOR THE "BURN", NOT SOMEONE YOU WOULD TAKE HOME TO MEET YOUR PARENTS. AND DONT CALL HER "BABE".

LIKES: AEROBICS.
DISLIKES: FLAB.
ORIGIN: BRONX, NY
FIGHTING STYLE: DIRTY



DOB: NOT TELLING
HEIGHT: 5' 11"
WEIGHT: NO CONCERN
OF YOURS
EYES: BLUE
HAIR: BLACK

ICEPICK

DOB: 2-20-65
HEIGHT: 6' 4"
WEIGHT: 245 LBS
EYES: YELLOW
HAIR: TRANSLUCENT

LIKES: ESKIMO PIES
DISLIKES: GREENHOUSE EFFECT
ORIGIN: NOME, AK
FIGHTING STYLE: ICEKIDO



WITH AN AVERAGE BODY TEMPERATURE OF 30°, ICEPICK IS INDEED A COOL DUDE. HE HAS BEEN ACCUSED OF BEING COLD AND UNFEELING WHEN THE TRUTH IS THAT ICEPICK LONGS FOR A NORMAL RELATIONSHIP WITH THOSE OF HIS OWN KIND. PROBLEM IS, HE'S ONE OF A KIND. MAKES THE BEST HOMEMADE ICE CREAM IN THE SHADOW WORLD AND IS AN AVID SKIER.

SPECIAL MOVE:
ICEBALL: B, F+P

JAWBREAKER

DOB: 3-23-63
HEIGHT: 6' 3"
WEIGHT: 280 LBS
EYES: YELLOW
HAIR: NONE

LIKES: ANYTHING EDIBLE
DISLIKES: FLOSSING
ORIGIN: DES MOINES, IA
FIGHTING STYLE: CHEW ZIT-TSU



BREAKER HAILS FROM THE MID-WEST, WHERE YEARS OF SURVIVING ON THE GREAT PLAINS ENABLED HIM TO EAT ANYTHING, BUT HE'S ESPECIALLY FOND OF TRAILER HITCHES AND BUNGEE CORDS. COULD DEFINITELY BE CALLED THE WORLD'S GREATEST CONSUMER.

SPECIAL MOVE:
FLYING HEADBUTT: F, F+P

SEKKA

DESPITE TWO LOVING PARENTS, SEKKA WAS NOT A NORMAL KID. KEPT AN EXTENSIVE COLLECTION OF PET ROCKS. YEARS OF RIDICULE FROM OTHER KIDS LED HER TO DEVELOP A SKIN SO THICK THAT IT EVENTUALLY EVOLVED INTO ARMOR PLATING. SHE ALSO BECAME ADEPT AT MARTIAL ARTS BUT SUSTAINED MANY INJURIES, WHICH LED HER TO ACQUIRE SEVERAL BIONIC FROSTHESES. SHE DOES HER OWN HAIR.



LIKES: TALK SHOWS
DISLIKES: INFOMERCIALS
ORIGIN: SILICON VALLEY, CA
FIGHTING STYLE: RE-BOOT TSU

SPECIAL MOVE: CLAW ROLL ATTACK: D, DE, B+P

DOB: 5-21-70
HEIGHT: 5' 10"
WEIGHT: 115 LBS
EYES: GREEN
HAIR: BLACK

SHADOW MASTER

DOB: CENTURIES AGO
HEIGHT: 6' 5"
WEIGHT: 250 LBS
EYES: RED
HAIR: WHITE



LIKES: NIGHTLIFE
DISLIKES: DAYTIME TV
ORIGIN: NIGHTMARES
FIGHTING STYLE:
ART OF THE SHADOW

EVIL INCARNATE CAN'T SAY ENOUGH BAD THINGS ABOUT THIS DUDE. HAS WRECKED HAVOC THROUGHOUT THE AGES. WAS PERSONALLY RESPONSIBLE FOR THE BLACK PLAGUE AND BOTH WORLD WARS, AS WELL AS THE CURRENT HEALTH CARE CRISIS IN THE USA. HIS ABILITY TO PERVERT NORMALLY INTELLIGENT BEINGS FOR HIS OWN PURPOSES MAKES HIM CLEARLY DANGEROUS.

SICKLE



DOB: 7-23-64
HEIGHT: 6' 1"
WEIGHT: 215 LBS
EYES: BROWN
HAIR: RED

A LIFELONG BITTERNESS AND GENERAL LOATHING OF UNTIDY HUMAN HAIR FOLLICLES LED SICKLE TO DEVELOP A SET OF PARTICULARLY NASTY WEAPONS, FOR WHICH HE IS NAMED. HE ENJOYS LONG WALKS IN THE RAIN AND ENDLESS HOURS AT HIS GRINDING WHEEL SHARPENING THE SICKLES. FAVORITE MOVIE IS EDWARD SISSORHANDS.

LIKES: STYLING MOUSSE
DISLIKES: DULL KNIVES
ORIGIN: HOLLYWOOD, CA
FIGHTING STYLE: SU GIN

SPECIAL MOVE:
ENERGY BLADE: D, DF, F+P

DOB: 4-21-59
HEIGHT: 6' 2"
WEIGHT: 270 LBS
(WITH GUN)
EYES: BROWN
HAIR: SILVER



LARGE HULK FASCINATED WITH PYROTECHNICS AND PROJECTILES OF ALL KINDS. SURPRISINGLY FOND OF KNITTING AND DESIGNING HIS OWN VERSIONS OF KEVLAR ARMORED FABRIC. HIS PRIZED POSSESSION IS A GOLD-PLATED NAIL GUN AWARDED HIM BY THE METRO CITY CARPENTER'S UNION.

LIKES: CREW CUTS
DISLIKES: BALLET
ORIGIN: BARSTOW, CA
FIGHTING STYLE: LOCK AND LOAD

SPECIAL MOVE:
ROCKET UPPERCUT: F, DF, D+P

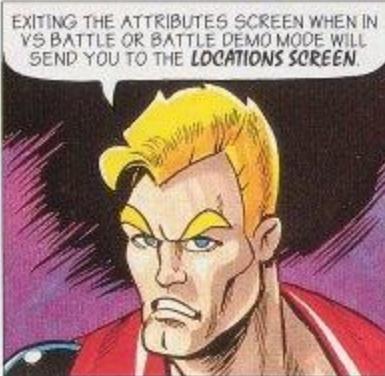
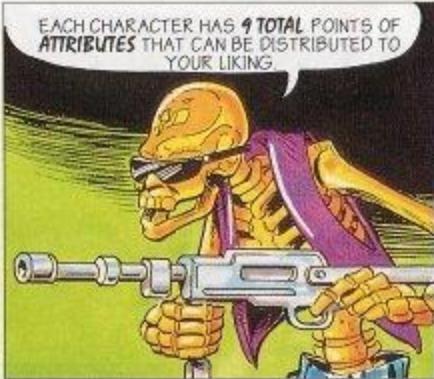
PUSH START TO GET BACK TO THE MAIN MENU...AND SELECT ONE OF THE FOUR FIGHT MODES, THAT SENDS YOU TO THE CHARACTER SELECTION SCREEN.

CHARACTER SELECTION

MEANWHILE, IN ANOTHER PART OF METRO CITY...

YOU CAN
SELECT ANY OF
US 8 VILLAINS
OR (YUK) THE 2
LEE BROTHERS!





NOTE: IN TOURNAMENT MODE
THE COMPUTER RANDOMLY
SELECTS LOCATION AND
ADVERSARY.

IN QUEST MODE THE COMPUTER
SELECTS LOCATION AND
ADVERSARY DEPENDING ON WHICH
CHARACTER YOU HAVE SELECTED
FOR YOURSELF. GOT IT?

GOT IT! IT'S ENOUGH
TO KNOW THERE'S
LOTSA PLACES FOR
FIGHTIN' AND LOTSA
BUTTS OUT THERE
THAT REALLY NEED
KICKIN'!!





DRAGON DOJO INTERIOR



DRAGON DOJO EXTERIOR



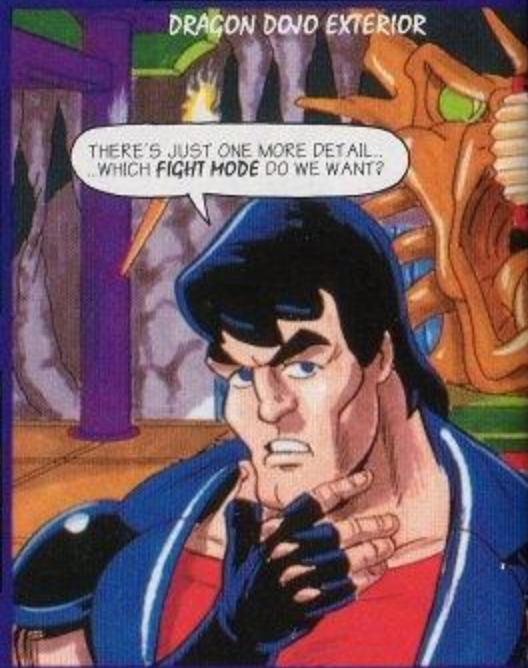
CODY'S NUTRON GRILL



METRO CITY
SEWER SYSTEM



CHEMICAL FACTORY



DUSTY'S GARAGE



FUSION PLANT EXTERIOR



METRO CITY HOTEL



SHADOW DUNGEON



SHADOW DOJO EXTERIOR



SHADOW DOJO INTERIOR

FIGHT MODES

THE GAME IS DEFAULTED TO **TOURNAMENT** MODE SO THAT ONE PLAYER CAN FIGHT ALL THE VARIOUS OPPONENTS IN THE DIFFERENT LOCATIONS.

TOURNAMENT
VS BATTLE
QUEST MODE
BATTLE DEMO
BASSTERS
OPTIONS

YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION FOR THE FIGHT.

THERE WILL BE **12** FIGHTS OF 2.5 ROUNDS EACH (TIES IN THE 5TH ROUND GO TO THE COMPUTER ADVERSARY).

IF YOU **WIN** YOU GO TO THE NEXT COMPUTER-SELECTED ADVERSARY AND LOCATION.

WHEN YOU HAVE BEATEN ALL 12 OPPONENTS (INCLUDING YOUR EVIL TWIN) YOU WILL VIEW THE HIGH SCORE SCREEN.

FIGHT MODES

I BET THE OTHER ONE-PLAYER MODE IS **QUEST**!

YOU GOT IT!
SELECTING **QUEST** ALLOWS ONE PLAYER TO FIGHT AS EITHER ONE OF US (BILLY OR JIMMY), OR AS ONE OF EIGHT VILLAINS IN ONE OF TWO STORYLINE SERIES OF FIGHTS!

YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION BASED ON THE STORY.

YEAH, I KNOW...IF YOU WIN YOU GO TO THE NEXT COMPUTER-SELECTED ADVERSARY AND LOCATION.

THERE WILL BE **12** FIGHTS OF 2.5 ROUNDS EACH (TIES IN THE 5TH ROUND GO TO THE COMPUTER ADVERSARY).

RIGHT! WHEN YOU'VE BEATEN ALL 12 OPPONENTS, YOU WILL VIEW THE HIGH SCORE SCREEN.

HIGH SCORES

DEF	67800
MNR	52300
HUC	81200
KER	37900
ROB	25900

AWW, MAN, THIS IS TOO **EASY**!

SURE, YOU SAY THAT NOW...



FIGHT MODES



IF YOU SELECT TOURNAMENT OR QUEST
AND A SECOND PLAYER WANTS TO **JOIN**
IN, THE PLAY BECOMES VS. BATTLE MODE.

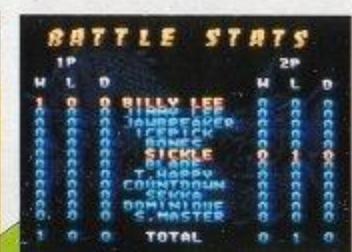
IN VS BATTLE THE PLAYERS PICK THEIR CHARACTERS (THEY CAN BOTH PICK THE SAME CHARACTER IF THEY WANT), PICK THEIR ATTRIBUTES, AND PICK ONE OF THE 12 LOCATIONS FOR THE FIGHT.



FIGHT MODES



WHAT HAPPENS IF I GET TIRED OF
TAKIN' OUT THESE DUDES?

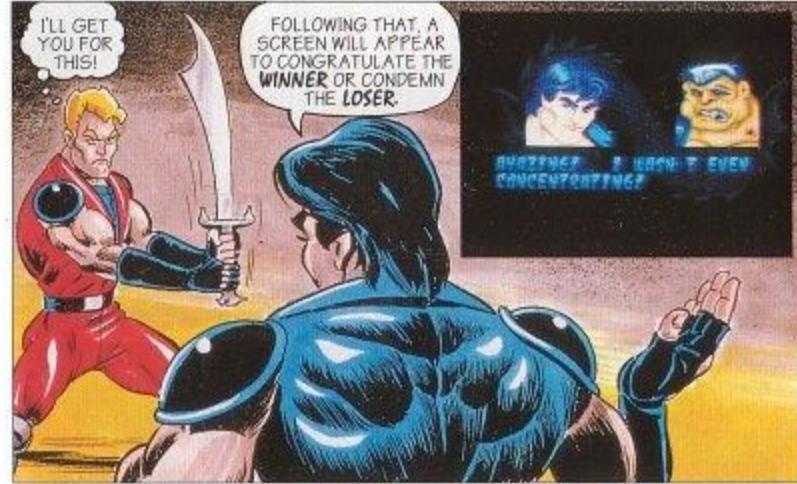


JUST PUSH
SELECT TO
GET THE
CONTINUE /
RESET
SCREEN.





AT THE END OF EACH ROUND (OF ANY FIGHT MODE)... A BRIEF MESSAGE WILL APPEAR ANNOUNCING THE **WINNER** OF THE BOUT...



BUTTHOLE, I HADN'T EVEN CONCENTRATED!





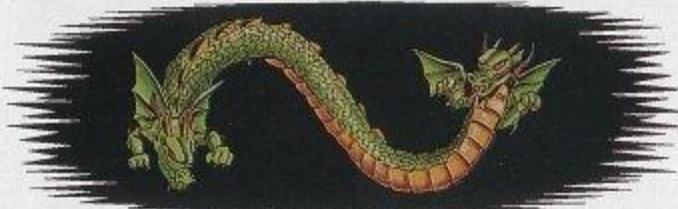
WARRANTY

Tradewest, Inc. warrants to the original purchaser of this Tradewest software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Tradewest software program is sold "as is," without express or implied warranty damages of any kind, and Tradewest is not liable for any losses or damages of any kind resulting from the use of this program. Tradewest agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Tradewest software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Tradewest software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TRADEWEST. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TRADEWEST BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TRADEWEST SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Tradewest, Inc. 2400 South Highway 75, Corsicana, TX 75110.
(903) 874-2683.





TRADEWEST, INC.
2400 South Highway 75
Corsicana, Texas 75110
(903) 874-2683

DOUBLE DRAGON V, The Shadow Falls™ © 1994
Leland Interactive Media. Licensed to Tradewest, Inc.
by Leland Interactive Media

PRINTED IN JAPAN